
SWORD OF THE BERSERK
GUTS' RAGE
EIDOS

WARNINGS - Read Before Using Your Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these materials together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizzi , a blurred vision, eye or muscle twitches, loss of awa , disorient , disorientation, any involuntary movement, or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast.

- Sit a distance of 6.5 feet away from the television screen. This should be at least the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Dreamcast GD-ROM is a high-density disc designed exclusively for the Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write anything or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens clean r and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

Projection TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Dreamcast Video Game Use

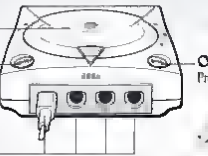
This GD-ROM can only be used with the Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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DREAMCAST™



Disc Door

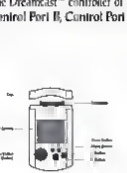
Power Button
This turns the unit ON or OFF

Open Button
Press to open the Disc Door

Control Ports
Use these ports to connect the Dreamcast™ controller or other peripheral equipment. From left to right are Control Port A, Control Port B, Control Port C and Control Port D. *GUTS' RAGE* uses Control Port A.

Starting a Game

• To save game settings and results and to continue play on previously saved games, insert a Visual Memory (VM) into slot 1 of the controller *BEFORE* turning on the Dreamcast.



1. Insert the *GUTS' RAGE* GD-ROM into the Dreamcast and close the Disc Door. Press the Power Button to turn the unit ON.
2. From the Title screen, use the Analog Thumb Pad or Directional Button to highlight NEW GAME, and press the A Button.
3. To continue a saved game, highlight LOAD GAME and press the A Button. Highlight the saved game you want to play and then press the A Button.
   (When you load a saved game, the game will scan for a VM and check its data. If you don't have a VM inserted, follow the on screen directions to play without a VM.)

Vibration Pack



GUTS' RAGE supports the Jump Pack vibration peripheral. When inserted into the Expansion Socket of a Dreamcast controller or other compatible peripheral equipment, the Vibration Pack provides a vibration effect that can considerably enhance the game play experience.

Soft Reset

To return to the Title screen at any point during game play, simultaneously press and hold the **A**, **B**, **X**, **Y** and **START** Buttons. This will cause the Dreamcast to soft reset the software and display the Title screen.

Handling Menu Screens

Use either the Analog Thumb Pad or Directional Button (D-Button) for menu navigation. Press the **A** Button to confirm your selection.

Main Menu

The Main Menu offers the following choices:

NEW GAME – Start new game at the selected difficulty level.

LOAD/CONTINUE GAME – Load a previously saved game.

OPTION – Save/load game data and reconfigure selected game settings.

PRIZE BOX – Access special game features.



Options Menu

The Options Menu offers these choices:

FILE – Save or load your current game.

KEY CUSTOMISE – Redefine the button controls. Selecting 'Preset' resets the default controls.

DIFFICULTY – Set the game challenge to Easy, Normal or Hard Mode. This option affects enemy strength and attack accuracy.

VIBRATION – Activate vibration feedback (when using a Vibration Pack).

AUDIO – Choose stereo or monaural output.

BGM TEST – Cycle through in-game music tracks. Press the **A** button to play the selected track.

GAMMA – Adjust the in-game brightness.

EXIT – Return to the Main Menu.

Prize Box

The prize box contains game secrets and new play modes that you unlock by completing the game at each difficulty level.

WORLD – An encyclopedia of the game world. (Available at game start.)

GALLERY – View all character trading cards. (A new card is added when you complete a stage in the Battle Arena see below.)

MOVIES – View all the game movies. (A new selection is added whenever you complete a difficulty level.)

PUCK'S GAME – Play as Puck against the evil Mandragora plants. (This option becomes available when you finish Easy Mode.)

BATTLE ARENA – Play against level bosses and record the high score. (This option becomes available when you finish Normal Mode.)

STAGE SELECT – Start at any point in the game. (This option becomes available when you finish Hard Mode.)

NO LIMIT MODE – Play the game with unlimited Ammo. (This option becomes available when you finish the Hard difficulty level.)

EXIT – Return to the Main Menu.



DEFAULT CONTROLS

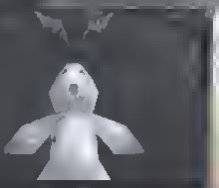


- Never touch the Analog Thumb Pad or L/R Triggers while turning the Dreamcast power ON. Doing so may disrupt the controller initialisation procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.
- To return to the Title screen at any point during game play, simultaneously press and hold the A, B, X, Y and START buttons. This will cause the Dreamcast to soft-reset the software and display the Title screen.
- You can change the default buttons using the Key Customise option in Option mode. See page 3

A WORLD WITHOUT HOPE



...tsu (Guts to his friends) and ... are the only survivors ... a band of highly trained and feared mercenaries – the Hawks. The Hawks were slaughtered by the supernatural warrior clan, ominously known as the 'God Hand.' In that final epic battle, Casca's sanity was traumatically scarred by the carnage she witnessed. Even Guts' love cannot free her mind. Now Guts roams the land searching for his destiny, a cure for his beloved Casca, and to exact revenge against the God Hands minions.







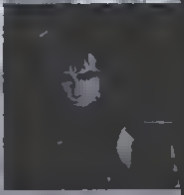
As Guts and Casca enter a region ravaged by years of wars and famine, a vile plague is sweeping the land. It has struck fear in peasants, townsfolk and nobles alike. Even the armies dread this approaching pestilence.

The threat is embodied in a horde of parasitic plants. Named Mandragora, these plants attach to humans and soon transform them into grotesque creatures – the Mandragorans. Once attached, the plants control all the actions of their unwilling hosts.

Little is known about Mandragora and its minions. But a strange voice was heard rising from the ground as Mandragora uprooted itself, and the aggressiveness of its attacks is legendary. Most of the land is now contaminated by these creatures. Rumor has it they congregate in a village near the castle protected by a nun.

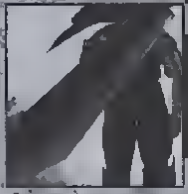
Baron Balzac of this Kingdom is much feared for his skill in battle. But now he seems distracted as he searches for an antidote for the Mandragora plague. Can he dare to hope ...

CHARACTERS

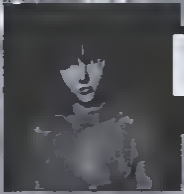


Guts (Gattsu) is one of only two people to survive the solar eclipse massacre at the mercy of the God Hands minions. He now wanders the world seeking revenge against them, armed with the mighty Dragon Slayer sword.

Guts was branded with a mark as he fled the God Hands massacre. The brand serves as a tracking device for the God Hand, but it also forewarns of danger and imparts Guts' berserk rage. It will change and bleed as God Hand draws nearer or when the minions perform a human sacrifice.



The Dragon Slayer is a fearsome 7-foot sword crafted for Guts by Godo the master metallurgist in appreciation for saving his life. Guts swings it with deadly accuracy but because of its length it can catch on walls in narrow halls.



Once Casca was the feared leader of the Hawks. But the God Hands massacre left her so severely traumatised that it drove her to madness. Her total recovery is in doubt. Only Guts' love may save her.



Puck is Guts' diminutive fairy partner. By nature cheerful and easily elated, Puck is a valuable elfin friend.



Rita is a travelling performer, perhaps of gypsy descent. An adept knife handler, she learned this talent as part of her performance. This fascinating street-artist is a strong-willed ally.



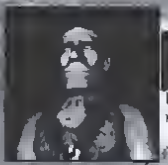
Baron Balzac is the tyrannical ruler of the Kingdom infested by Mandragoras minions. He is wise and strong, but his motives are clouded.



Eriza is the caregiver for Mandragora's victims. A woman of deep spiritual faith and compassion, she is opposed to Balzac's atrocity toward those afflicted by Mandragora.



Durlieth is the leader of the underground resistance against Balzac. Strong and wise, he wants to find a cure for the plague in order to save his son.



Job is Rita's former travelling companion. A gentle giant of a man, he used to assist Rita in her street performances until he became possessed by one of Mandragora's minions (which attached itself to his chest).



Nosferatu Zaddo, one of the oldest living servants of God Hand, has taken a liking to this region. He has assumed the form of a Minotar and has become a formidable creature (who some say is the vessel of Griffith).

COMBAT MOVES

Without Dragon Slayer	
GUARD	Y Button (with or without Dragon Slayer) – Deflect most attacks or reduce their damage.
SIDESTEP	Y Button + Analog Thumb Pad – Move Guts left or right
KNIFE THROW	R Trigger hold + A Button – Throw knives (unlimited ammo)
HAND CANNON	R Trigger hold + Y Button – Fire powerful cannon blasts toward facing direction
FAIRY DUST (Health)	R Trigger + X Button – Regain full health
GRENADES	R Trigger + B Button – Short range toss
HAND CROSSBOW	B Button – Fire hand crossbow with auto target * B Button while running – Fire hand crossbow in a sweep pattern.*
RUNNING TACKLE	A Button while running.*
SLIDE TACKLE	Y Button while running
QUICK SWORD DRAW	X + A Buttons.

*While Dragonslayer is sheathed

With Dragon Slayer

UNSHEATHE/SHEATHE SWORD	L Trigger – Unleash a minor short-range attack
SLICE	A Button
SWING	B Button
BLOCK/GUARD	Y Button – Sidestep with Analog Thumb Pad left or right
POWER SLICE COMBO	Hold A Button and release.
POWER SWING COMBO	Tap B Button 3 times
SLIDE TACKLE	Y Button while running
JUMPING SLICE	Press X Button, then A Button while in mid-air for deadly downward jumping slice attack



ON-SCREEN DISPLAY



1 Guts Health Meter Bosses will have a similar health meter located at the bottom centre of the screen

2 Guts' Berserk Meter See page 15 for explanation

3 Health Vial shows number of uses

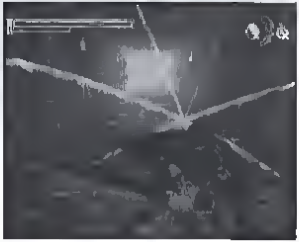
4 Hand Cannon shows ammo remaining

5 Grenade shows ammo remaining

6 Throwing Dagger has unlimited ammo

Note: The Hand Crossbow also has unlimited ammo

BERSERK MODE



During combat, with every successful attack or every blow Guts receives, his Berserk meter increases. Once the gauge fills up Guts will go "Berserk." His eyes will glow with bloodlust and the screen will redden. During this brief time, Guts' speed will increase and his attacks will be extremely powerful. While Guts is Berserking, enemy attacks will inflict less damage to him.

SPECIAL FEATURES

Button Timer Sequences
During certain movie sequences you can determine Guts' fate by pressing the button displayed in an on-screen prompt.



Multiple Paths
In certain areas of the castle Guts can access shortcuts or different routes by slashing through doors or barricades

Stage Save
Within the game, there are 3 automatic save stages. When you complete a save stage a notification screen appears. After this happens, if your character loses all his lives, you will not have to start from the beginning of the game, only from the last save stage.

Lives Per Stage
You have a limited number of Lives (Continues) per stage. When you use a Life to continue a stage, your equipment ammo will be replenished. Once all Lives are spent you will restart at the beginning of the current stage. The allotment of lives is 7 for Easy Mode, 10 for Normal Mode, and 13 for Hard Mode.

SAVING & LOADING GAMES

In order to save, you must have a VM in slot 1 of your controller. The controller needs to be inserted into Control Port A.

Saving Games

You can save the game from the in-game Pause Menu. To do this, press START, select QUIT GAME and then choose SAVE GAME. (While saving game data, never turn OFF the Dreamcast power, remove the VM or disconnect the controller.)

Note: When saving, you ONLY save the current stage you have reached, and not the current level you were playing.

Loading Save Games

You can load saved games from the Load Game or Options selections on the Main Menu. (See page 3.)

CREDITS

Gidos Japan

Managing Director	Satoshi Handa
Executive Producer	Toshiyuki Nagai
Producer	Takashi Yamaguchi
Localization Coordinator	Masashi Oba
QA Manager	Takashi Iwama



Gidos US

Producer	Eric Adams
Product Manager	Matthew Knoles
PR Specialist	Greg Rizzer
QA Manager	Brian King
Lead Tester	Lars Bakken
Tester	Shiloh Anacleto
Manual	Eric Adams and Carol Ann Hanshaw
Voice Director and Casting	Kris Zimmerman
Voice Actors	Guts: Michael Bell
	Puck: Cam Clarke
	Rita/Annette: Paula Tize
	Casca/Erica: BJ Ward
	Duniethis Wife: Suzanne Blakeslee
	Balzac: Earl Boen
	Duniethi/Gyove: Paul Edding
	Zodd: Peter Lurie
Special Thanks	James Poole, Nick Earl, Mike Schmitt and Ken Schmidt
	Screen Music Studios (L.A.)
	Black Sun Over Midland website

The story and characters in GUTS' RAGE originate from the "Kenpuu Denki BERSERK" manga written by Kentaro Miura and serialized in *Young Animal* magazine

Eidos UK

UK Producer	Yota Weda
PR Manager	Steve Starvis
Product Managers	Lorna Evans
	Michael Newey
QA Manager	Chris Rowley
QA Assistant Managers	JeanYves Duret
	James Featherstone
Lead Tester	Ron Jackson
Special Thanks	David Rose

Japan Development and Production

Executive Producers	Hezumi Yoshida, Hisashi Suzuki, Yukinori Taniguchi (YUKES)
Producer	Ichiro Sueiyama
International Coordinator	Ricky K Tanimoto
Executive Supervisor	Kentarou Miura (STUDIO GAGA)
Original Scenario Written & Character Designed by	Kentarou Miura (STUDIO GAGA)

BERSERK (*Young Animal*) published by Hakusensha

Product Supervisor	Akira Shimada
Scenario Writer	Tsuyoshi Tanai
Quality Check Director	Takashi Suzuki
Director	Yoshio Togiya
Planning Director	Norifumi Hara
Planners	Susumu Nakamoto, Nozumi Hanai
Programmers	Tatsuhiko Sugimoto, Hiroki Ueno, Takanori Yoshioka
Art Director	Yoshio Togiya
3D Character Creators	Makoto Yamamoto, Yuki Asano, Taichi Higashino, Katsushi Baba
Background Creators	Kyehei Hosomi, Chiye Amari, Satoshi Ueda, Takashi Komiyama, Naomi Obama
3D Animation Director	Takashi Komiyama
3D Animation Creators	Masahiro Nakatani, Maiko Hayashi, Yoshihiro Tamura, Kanako Hayashi, Masataka Yamada

Interface Designer	Chiyo Amari
Visual Effect Designer	Takashi Komiyama
Technical Support	Takashi Hashiki Syuji Matsufuru, Masaki Izuoka
Executive Sound Producer	Susumu Hirasawa
Music Director (Supervisor)	Kentarou Miura (STUDIO GAGA)
Sound Engineer	Masanao Chinzei
Management	Rihito Yumoto (CHAOS UNION) Mika Hirano (CHAOS UNION) Osamu Sunami, Hiroshi Kubota Yutaka Takahashi (MARINE ENTERTAINMENT) Koichi Kikuchi (MARINE ENTERTAINMENT) Mina Otsuka (MARINE ENTERTAINMENT)
Supervisor	Akira Shimada
Sound Director	Masaya Imoto
Composers	Masaya Imoto, Hiromi Murakami
Sound Engineers	Kouji Yamada Hiroaki Funane
Planning Coordinator	Takanari Oshida (TITANS ENTERTAINMENT)
Special Thanks	Yuko Neta Nobue Wada Atsushi Tatumi Takaichi Satou, Toshihiro Sakamoto, Yukihiro Yoshida Katsuya Kashiwagi, Kenichi Ikeda, Hiroaki Tomita Sayuri Ohkawa Momoko Sekine Naoko Oikawa Miwa Togashi, Mika Nomura, Hirofumi Sugawara Ayako Mori, Osamu Sunami, Kiyotaka Azuma, Shinya Masuda, Minoru Nagano, Hiromi Furuta Takashi Kosono, Takashi Terasoma, Kentarou Miura (STUDIO GAGA), HAKUSENSHA Inc. VAP INC. NIPPON TELEVISION NETWORK CORPORATION YUKES Co., Ltd. ASCII

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